QLIONE
EVOLVE

QLIONE & QLIONE 2

PS3

SOE

WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

· dizziness · eye or muscle twitches · disorientation · any involuntary movement
· altered vision · loss of awareness · seizures, or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN

Use and handling of video games to reduce the likelihood of a seizure
· Use in a well-lit area and keep as far away as possible from the television screen.
· Avoid large screen televisions. Use the smallest television screen available.
· Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
· Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the Wireless Controller motion sensor function. When using the Wireless Controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental, injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PlayStation®3 computer entertainment system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PlayStation®3 computer entertainment system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®3 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Consumer Service/Technical Support Line 1-800-345-7669
Call this number for technical support, installation or general questions regarding PlayStation®3 and its peripherals. Representatives are available Monday — Saturday 6AM — 8PM and Sunday 7AM — 6:30PM Pacific Standard Time.

TABLE OF CONTENTS

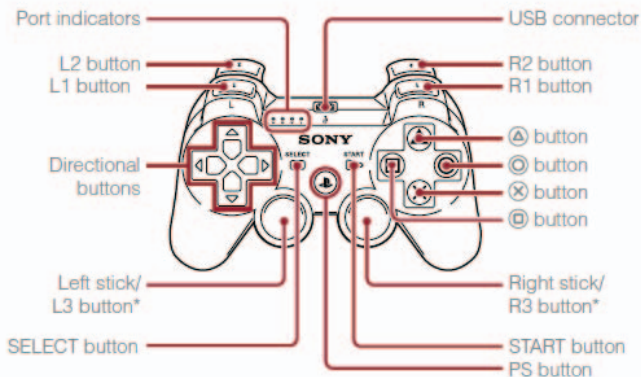Qlione Evolve bundle manual includes instructions for Qlione 1 & Qlione 2

SETTING UP

SIXAXIS™ Wireless Controller

Port indicators — USB connector

L2 button — R2 button
L1 button — R1 button

Directional buttons — Ⓐ button
— Ⓒ button
— Ⓧ button
— Ⓔ button

Left stick/ L3 button* — Right stick/ R3 button*

SELECT button — START button
— PS button

* The L3 and R3 buttons function when the sticks are pressed.

HOW TO DOWNLOAD THE GAME:

This game can be downloaded via PlayStation®Store using the PlayStation®3 game console.

PLEASE NOTE:

The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product.

SAVED DATA FOR PLAYSTATION®3 FORMAT SOFTWARE

Saved data for PlayStation®3 format software is saved on the system's hard disk. The data is displayed under Saved Game Utility in the Game menu.

QLIONE

INTRODUCTION

You are a fighter in an inorganic sea of mesh patterns that is faced with the challenge of survival! Strategize and defeat your geometric enemies with a simple arsenal in a world hypnotic and dangerous. Created with the "Cellular Automaton" algorithm found in simulations of Earth, QLIONE is like no game you have ever experienced.

CONFIGURATION

Screen Width/Height: Adjust the screen width and height to fit your HD or SD TV.

Sound Effects: Turn sound effects ON or OFF.

Background Music: Turn background/custom soundtrack music ON or OFF.

Button Config: Change the button configuration to suit your needs.

Credits: View who made and worked on this game. Hint: Rockin Android! :)

HOW TO PLAY

GAME RULES

- QLIONE consists of 8 stages.
- Each stage is set with challenging foes and ends with a Boss.
- Defeating the Boss at the end advances you to the next stage.
- To destroy enemies, create a mesh wave by using your Spread Bomb and Compressed Trap, then throw the wave at them. (See "Special Techniques") Getting hit with enemy fire, or coming in direct contact with an enemy at your fighter's head will result in losing a fighter.

GAME SCREEN

1. The number of fighters you have. If you get hit when you have 0 fighters left, the game is over.
2. The clock displays time elapsed. The less time it takes for you to destroy the Boss and complete each level, the more points you get.
3. The numbers of Energy Balls you have. When you collect 100 Energy Balls, one fighter will be added.
4. Compressed Trap - Attracts meshes.
5. Spread Bomb - Creates waves by using meshes to attack your enemies.
6. Enemies. Some of them shoot. If you get hit, you will lose one fighter.
7. You - the Player. Hits only count if they come in direct contact with your Head. Close calls can vary and may result in a Hit or not.
8. Energy Orbs. When you collect 100, one fighter will be added. Look ahead for more details.

ENERGY ORBS

· When you collect 100, one fighter will be added.

· When energy balls get closer, they fuse.

· When they fuse, they get bigger and turn to red.

· When you acquire large energy balls, it increases the ability to acquire other energy balls.
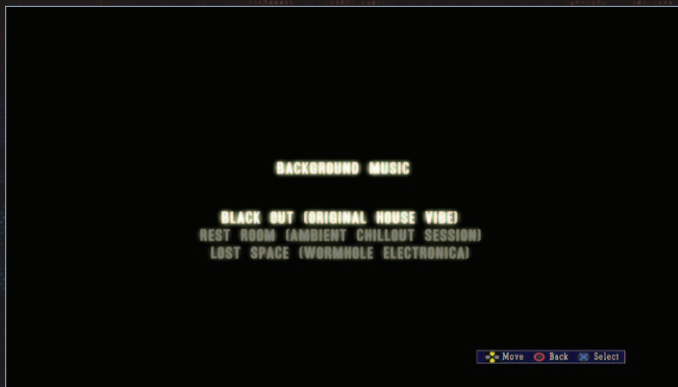
Energy Orb Rate:

The numbers of fusion	Increase by:
0-9 (Yellow)	Single
10-19 (Orange)	Double
20-29 (Dark Orange)	Triple
30 or more (Red)	Quadruple

HOW TO PLAY (Continued)

BACKGROUND MUSIC

BLACK OUT (ORIGINAL HOUSE VIBE)
REST ROOM (AMBIENT CHILLOUT SESSION)
LOST SPACE (WORMHOLE ELECTRONICA)

Move ○ Back ✕ Select

GAME SOUNDTRACK (Default music settings)

From the Menu screen, select "Background Music" and choose from 3 types of music. By default, QLIONE starts off with the "Black Out" track.

1. Black Out: Your basic house vibe, energy music.

2. Rest Room: If Black Out is too much dance, enjoy this ambient chill-out session.

3. Lost Space: In the spirit by today's hottest electro artist and QLIONE, we present Wormhole Electronica.

CUSTOM BACKGROUND MUSIC (AVAILABLE USING THE PS3® XMB)

You can use your own playlists and rock to your own music.

1. Copy your MP3 files directly to the PS3® via a USB hard drive or flash drvie .

2. Prepare your playlist.

3. At the Main Menu , press the "PS" button on your PS3® game pad and navigate to the "Music" Section .
   While playing, press the START button to Pause the game and continue to step #4

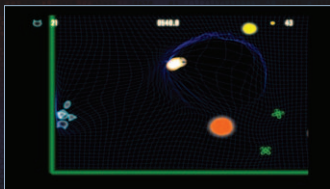4. Choose a Playlist or Folder and press X, you'll return back to QLIONE and continue playing.

HOW TO PLAY (In-game)
(QLIONE includes a compressed version of this PDF manual - available on the Main Menu.)

SPECIAL TECHNIQUES
Be creative with your tricks and use them often to strategize the best attack against your enemies.
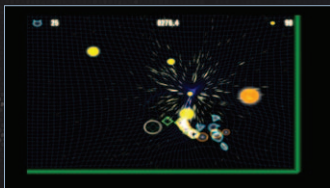

Compressed Wave
By leaving a little space between the Spread Bomb and Compressed Trap, you can make a wave in a desired direction. Since it throws compressed meshes with a blast, it is moderately powerful.
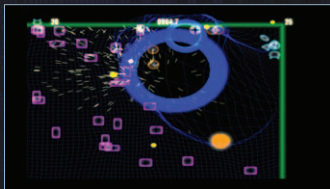
Serial Bombing Wave
By placing many Spread Bombs in a line, you can make a big wave in a desired direction. The range is long and powerful, making it especially effective on Boss characters.

Compressed Fusion
By placing many Compressed Traps between energy balls, you can fuse them to create larger energy balls. Use this trick actively when there are few enemies. It is convenient to aim 1 up.

RANKING & TROPHIES

You can check the leaderboards and compare your score to other players. Left side is the best time and right side is current time. (Internet connection is required.)

Stage Filter: Total Time (All Stages Completed)
Rank Filter: General Rankings

RANK	NAME	TIME
1	Q-PHvrYyPN-US-EN	14.6
2	Q-3p7AhBca-US-EN	371.7
3	hcgtlcw	765.9
4	RCALPHAj6score	1281.5
5	Q-r0BqtTqg-US-EN	1462.9
6	ballyn07Sad	1492.4
7	Ballyn09G-sd	1544.5
8	ballyn063-sd	1559.6
9	MAG995	1586.8
10	MAGATON	1684.4

Change Rankings • Change Level • Select Leaderboard • Cancel

Trophies

1. Conception: Bronze
Complete Stage 2 under 130 sec

2. Transportation: Bronze
Complete Stage 4 under 270 sec

3. Continuation: Bronze
Complete Stage 6 under 230 sec

4. Completion: Bronze
Complete all stages

— Total 60 —

5. Fusion: Silver
Fuse 500 Orbs (multiple play-throughs)

6. Consolidation: Silver
Create an Energy Orb of 500 value in a single play-through

7. Destruction: Silver
Destroy 1000 (multiple play-throughs)

8. Quicklione: Silver
Complete all stages in under 2000 seconds

9. Equalia: Silver
Complete all stages with at least 20 lives left

— Total 150 —

10. Evolvia: Gold
Complete all stages without using any Continues

— Total 90 —

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QLIONE 2

INTRODUCTION

You are a fighter in an inorganic sea of mesh patterns that is faced with the challenge of survival! Strategize and defeat your geometric enemies with a simple arsenal in a world hypnotic and dangerous. Created with the "Cellular Automaton" algorithm found in simulations of Earth, QLIONE is like no game you have ever experienced.

CONFIGURATION

SCREEN WIDTH	▬▬▬ ▬	99
SCREEN HEIGHT	▬▬ ▬	99
SOUND EFFECTS		ON
BACKGROUND MUSIC		ON
BUTTON CONFIG		
CREDITS		

✦ Move ✦ Change Setting ● Back

Screen Width/Height: Adjust the screen width and height to fit your HD or SD TV.

Sound Effects: Turn sound effects ON or OFF.

Background Music: Turn background/custom soundtrack music ON or OFF.

Button Config: Change the button configuration to suit your needs.

Credits: View who made and worked on this game. Hint: Rockin Android! :)

HOW TO PLAY

GAME RULES

· QLIONE 2 consists of 8 stages.
· Each stage is set with Enemy Organisms and ends with a Boss.
· Defeating the Boss at the end advances you to the next stage.
· To destroy enemies, create a mesh wave by using your Explosion Bomb and Vacuum Bomb to create a Wave Attack (see "Special Techniques").
· Defeated enemies may drop Green and Red Protein Orbs (Porbs) to evolve "Baby" (see "Evolutionary Chart")
· Only the Head of your character is Vulnerable to Attack. If you are hit in your weakest form "Baby," the game is over.

PORBS How to evolve your character

Defeated enemies drop green and red Porbs, use them to evolve further from the "Baby" form. Each evolved form has unique attacks and attack strategies. See the evolutionary path for all available forms.
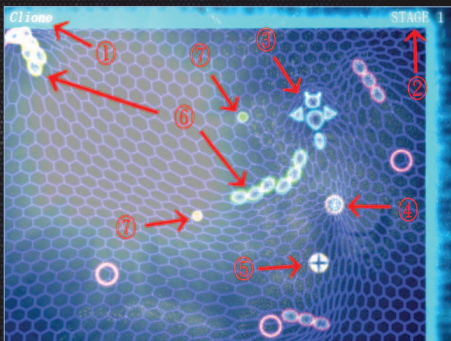
GAME SCREEN

1   Your Current Evolutionary Form
2   The Current Stage Number
3   Your Character. You can take certain hits safely, but not at the core.
4   Compression Trap. This attack implodes to suck things in.
5   Diffusion Bomb. This attack explodes to make waves and do damage.
6   Enemies. Some of them will shoot at you. Hit them to destroy them.
7   Items. They come in red and green. Defeat enemies to make them appear.
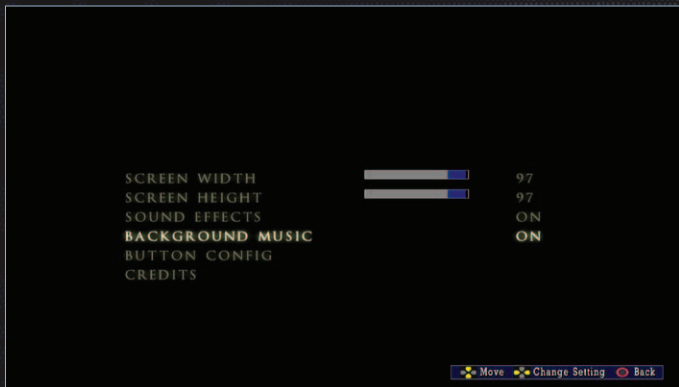
```
SCREEN WIDTH                          97
SCREEN HEIGHT                         97
SOUND EFFECTS                         ON
BACKGROUND MUSIC                      ON
BUTTON CONFIG
CREDITS
```

Move   Change Setting   Back

CUSTOM BACKGROUND MUSIC (AVAILABLE USING THE PS3® XMB)

You can use your own playlists and rock to your own music.

1. Copy your MP3 files directly to the PS3® via a USB hard drive or flash drvie .

2. Prepare your playlist.

3. At the Main Menu , press the "PS" button on your PS3® game pad and navigate to the "Music" Section .
   While playing, press the START button to Pause the game and continue to step #4

4. Choose a Playlist or Folder and press X, you'll return back to QLIONE and continue playing.

HOW TO PLAY (In-game)
(QLIONE 2 includes a compressed version of this PDF manual - available on the Main Menu.)
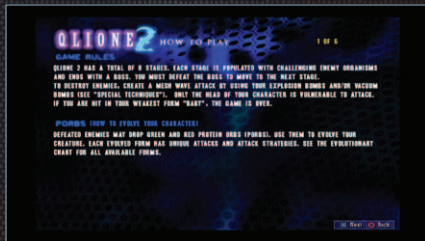
SPECIAL TECHNIQUES

Compression Wave
A technique where you set a compression trap and a diffusion bomb slightly apart. The diffusion bomb will be much more useful after the compression trap pulls the enemies in.
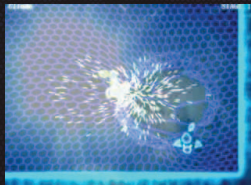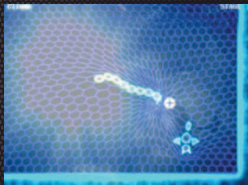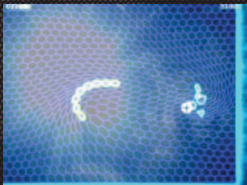
Linked Blast Wave
By placing many diffusion bombs in a row, you can create a huge directional wave. An effective technique against distant bosses, especially at higher power levels.
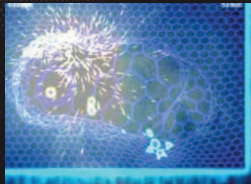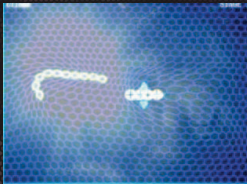
CHARACTER EVOLUTIONS

Evolutionary form **BABY**

Attack Methods

[Action A]: Sets a small diffusion bomb in front of you. This kind of bomb is very low in power.

[Action B]: Causes you to dash forward.

Evolutionary forms **FLEA**, **CLIONE**, **DRAGON**
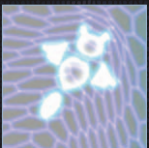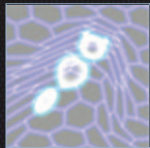
Attack Methods

[Action A]: Sets a diffusion bomb in front of you. The more you evolve, the stronger it gets.

[Action B]: Sets a compression trap in front of you. The more you evolve, the stronger it gets.

Evolutionary forms **PIKAIA**, **PYTHON**, **ANACONDA**, **SERPENT**
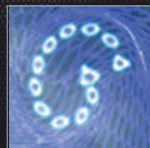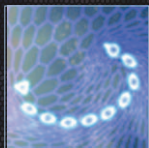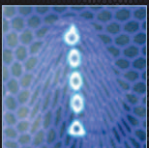
Attack Methods

[Action A]: Fires multiple small diffusion bombs as you hold down the button.
The more you evolve, the more bombs you can use at once.

[Action B]: Sets a compression trap in front of you. The more you evolve, the stronger the compression blast.
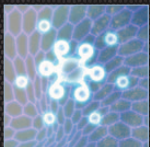
Evolutionary form **CHLORELLA**
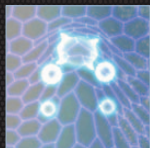
Attack Methods

[Action A]: Unleashes two diffusion bombs in front of you simultaneously.

[Action B]: Unleashes two compression traps in front of you simultaneously.
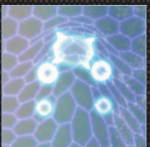
Evolutionary form **STAR FISH**

Attack Methods

[Action A]: Releases three diffusion bombs from the tips of your tentacles at once.

[Action B]: Releases three compression traps from the tips of your tentacles at once.

Evolutionary form **PIKE**

Attack Methods

[Action A]: Causes waves in the direction you're traveling.

[Action B]: Sets a large compression trap in front of you.

Evolutionary form **CRAB**

Attack Methods

[Action A]: Creates an outward wave from your pincers.

[Action B]: Releases a compression trap from your pincers.

RANKING & TROPHIES

You can check the leaderboards and compare your score to other players. Left side is the best time and right side is current time. (Internet connection is required.)

Stage Filter: Total Time (All Stages Completed)
Rank Filter: General Rankings

RANK	NAME	TIME
1	Q-7HvrYyPN-US-EN	14.6
2	Q-2p7AbRca-US-EN	371.7
3	begflow	785.9
4	RCALPHAHiscore	1281.3
5	Q-rGBqfTcg-US-EN	1402.9
6	ballys07Bad	1490.4
7	BallysONO-ad	1544.2
8	ballys083-ad	1559.6
9	MAG995	1588.2
10	MAGATON	1984.4

◄► Change Rankings ◄► Change Level ✕ Select Leaderboard ○ Cancel

Trophies

1. **Cell Division:** Bronze
Evolve 5 times.

2. **Corpse Flower:** Bronze
Evolve to Rafflesia.

3. **Das Medusenhaupt:** Bronze
Evolve to Medusa.

4. **Tree of Life:** Bronze
Evolve to every form on the Green Porb Evolutionary Path.

5. **On the Origin of Species:** Bronze
Evolve to every form on the Red Porb Evolutionary Path.

6. **New Generation:** Silver
Beat the game.

7. **Fast Mutation:** Silver
Beat the game in 1,000 seconds or less.

8. **Protein Rich:** Silver
Evolve to Orochi.

9. **Mikami Petal:** Silver
Evolve to God Hand.

10. **Inherited Traits:** Silver
Finish the game in the Clione form.

11. **Evolutionary Chart:** Gold
Play as every form in one game.

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BAM! Marketing, Publicity & Promotions

SONY ONLINE ENTERTAINMENT LLC
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Associate Producer
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Quality Assurance Assistant Manager
Andrew Lamp

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Jay Lauterwasser

QA Console Release Supervisor
David R. Curington

Quality Assurance Lead
Eric S. Smith

TRC Lead
Gerzson Pongracz

International QA, Lead
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International QA, Assistant Lead
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Naoko Breu
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Matthias Goehler
Eric Gustafson
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Alberto Petrozzi
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Cristbel York
Birgit Zeus

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Executive Assistant
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Customer Service Manager
Technical Support
Satao Minami

Customer Service Assistant Manager
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Daniel Tucker

Senior Technical Support Representatives
Tony Flores
Dennis Gonzalez
Chris Leisure

Technical Support Representatives
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Richard Mobbs
Danny Libby
Eric Tran
Lisa Nelson
Reggie Roberts
Arnold Graham
Darwin Bignoria
Robert Emerick
Stephanie Brown
Cayden Nguyen
Chad Allen
Edward Ranf
Jamison Wright
Jim McDuffie
Kevin Freistroffer
Joseph Hall
Matthew Chadwick

Technical Support Subject Matter Expert
Jeremiah Jackson

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Associate Brand Manager
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Jose Ciceraro
Joseph Tan

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Business Affairs, and General Counsel
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Steve Weiss

Staff Counsel
Olivia Malmstrom
Jana Rubenstein

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Melissa Morris

PRODUCT DEVELOPMENT
Director of Artistic Development
Joe Shoopack

Director of Project Management
Bruce A. Ferguson

Director of Operations
Mike Gaylord

Project Manager
Ty Keith

EXECUTIVE STAFF
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Chief Operating Officer
Russell Shanks

Chief Technology Officer
Richard Lawrence
Vice President of Finance and Chief Financial
Officer
Ken Dopher

Executive Assistants
Bianca Diaz
Pam Impson
Christine Lena

SONY COMPUTER ENTERTAINMENT AMERICA
FIRST PARTY QUALITY ASSURANCE (FPQA)
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Director, First Party Quality Assurance
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TEST OPERATIONS
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QA Test Manager, Network
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Kevin Lim
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Theodore McCoy
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Manager, Support Services
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USE OF UNAUTHORIZED PRODUCT:

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